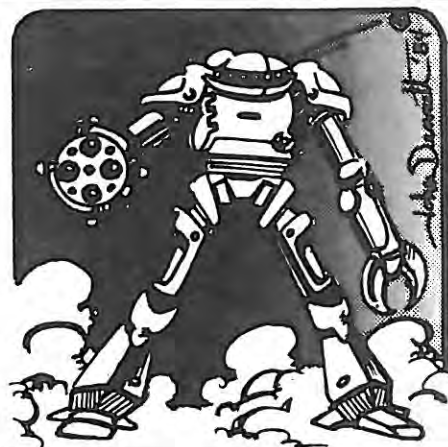


THE GRENADE BULLETIN #14

The Newsletter from Your Figure Company!



10TH ANNIVERSARY GRENADE!!

Okay, gentlebeings. Since all of you are obviously of higher than average intelligence (after all, you are reading this newsletter), we're going to try something a little different. I'm going to give you a pop quiz. Everyone ready? Let's begin.

Question #1: What is important about the year 1984? If your answer was related to anything concerning George Orwell, politics, or summer films; go stand in the corner. Er...that is, except for those two orcs who are fingering their sword hilts. The correct answer is: 1984 is the 10th Anniversary of fantasy role-playing games.

Question #2: What event will make 1985 special? Whew! Everybody got that one. 1985 marks ten magical years since Andy Chernak and Ray Rubin formed Grenadier and history was made. This pioneering pair of artists were the first to recognize that the fantasy role-playing games which were beginning to gain popularity could be enhanced with the use of metal figures to represent both dungeon delvers and monsters. Grenadier has come a long way since 1975 and we're better than ever with no less than two lines of fantasy figures which are continuing to enchant fantasy gamers everywhere. But don't think that we're stopping there. We're already busy cooking up new fantasy figures that are going to knock your socks off! Think the last ten years were something? Just wait!

Finally, Question #3: What is Grenadier doing to celebrate the 10th Anniversary of Grenadier Models and the fantasy role-playing hobby? The answer is--



Dungeon Raiders! This milestone boxed set is a symbolic combination of the old and the new. For the theme of this commemorative collection, we took a look back at our origins--namely, the dungeon adventure games which started the idea in the first place. Grenadier president and master sculptor Andy Chernak decided that this would be a set of totally new dungeon adventurers. These figures are representative of the innovative strides we're taking with fantasy miniatures, and at the same time, they will serve as a reminder of our commitment to creating the finest fantasy role-playing miniatures anywhere.

COMMEMERATIVE BOX CONT.



SPECIAL
COMMEMERATIVE
FIGURE



I know the suspense is killing you. Here is what the Dungeon Raiders Commemorative Boxed Set includes. For delving into the darkest dungeons, we have an armored dwarf veteran with a battleaxe, a scroll-studying cleric, a brawny barbarian, and a wizard with his cat familiar. There is also a ranger with bow, a half-elf sword-maid, a ninja using a shogi, and (Lo, and behold!) a female halfling! You don't see many like her. Rounding out this elite party of adventurers are a noble High Elf, a rogueish one-eyed thief, a cloaked sorceress with her owl familiar, and the official 10th Anniversary Commemorative Paladin. Every box will include this paladin but only 10,000 of the figures will be molded on a special commemorative base. Now there's an incentive for getting yours early. The Grenadier Commemorative Paladin on the 10th Anniversary base is sure to be a collector's item.



Well, I hope you enjoyed this little quiz. Now for a tiny morsel of trivia. Know where the idea for Grenadier's foam-padded storage boxes ORIGIN-ated? That's right, at ORIGINS. It happened that Andy Chernak was attending the respected gaming convention one year and overheard an irate gamer mourning over the mutilation of some of his beloved miniatures due to a breakdown in his storage system. This incident led to the insertion of foam rubber compartments in all of Grenadier's boxed sets. And you thought nobody listened. I guess that's what makes Grenadier #1.

--Don Wellman



CREDITS

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Contributing Editor - Mr. Don Wellman
Photography - Ed Brockmeyer

AND

Members of the Grenadier Staff and our faithful readers and customers.

GRENADIER'S DRAGON KILLERS ARE READY FOR ACTION

Since all of you fantasy lovers have been faithfully collecting our incredible Dragons of the Month, it may have become apparent to you by now that the scaly beasts have a tendency to dominate your miniatures collection. Well, have no fear. Good ol' Grenadier has just released a team of specialists guaranteed to keep those treasure-hoarding, fire-belching glory hogs in their place! Introducing--The Dragon Killers, Advanced Level Adventurers!

This unique boxed set includes a charging fighter, a noble paladin, a shield-swinging ranger, and, lo and behold, an armored war dog! There is also a cowled cleric in chainmail prepared to repulse any undead creatures and a half-orc assassin brandishing a spiked trench knife (now there's something you don't see every day). I'll bet that that blade has poison on it, so watch out! This set even has an honest-to-goodness berserker wearing a bearskin and swinging a sword and an axe (Don't fight too close to this guy). A fighting wizard and a female warrior in plate armor round out this gathering of heroes. These two characters are really something special. The exquisitely-detailed mage offers a sneak preview of the revolutionary new Wizards boxed set currently in work at Grenadier. More on that project next issue. Lastly, for those gamers (male and female) who have trouble locating suitably-attired warrior women we present a valiant Amazon in full plate armor. Note the loving detail that sculptor Andrew Chernak put into



making this lady both feminine and formidable. There are even unicorns and hummingbirds engraved on the greaves.

This set is one no collector will want to miss. Incidentally, these figures are not just for keeping dragons in line. They are also very effective against Mythological Monsters, Demons, Undead Legions, Orcs....

BOX 2015

--Don Wellman



CALL OF CTHULHU WORD SEARCH PUZZLE

Here's your chance to match wits with the old Dreaded One himself. Hidden in the letter grid below are 54 people, places, and things (Boy, do I mean things!) that might be encountered in any Call of Cthulhu adventure. The words may be arranged backwards, forwards, vertically, horizontally, or diagonally. Ignore any hyphens or spaces in two-word names. Of course, you intelligent people who are already familiar with the Call of Cthulhu game will have a slight advantage over those who are less enlightened. Sounds like a good excuse for non-Cthulhu players to check the game out, hmm? Incidentally, sharp-eyed investigators will also spot a couple of names which are not on the list below. One is the name of everyone's favorite miniatures company and the other is an archaeological find of incredible significance and staggering power (If you find this one, you can guess the title of my favorite movie.) If you find all of the names, increase your Cthulhu Mythos score by 5% and don't worry about any sanity loss. Reading this newsletter will counteract any threat of going bonkers. Have fun!

--Don Wellman

W D E E H K A Y B D R A Y E V A R G S I Y W
S P A R A P S Y C H O L O G I S T H J R I H
H E D R O T A G I T S E V N I A U M O T N I
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S E R P E N T P E O P L E R E R O L P X E E
I N U G E N I H C A M Y L M O L D O N E S T

Adventurer	Mi-Go
Archaeologist	Monster
Asylum	Mummy
Author	Nightgaunt
Azathoth	Nodens
Byakhee	Nyarlathept
Chthonian	Old Ones
Cthulhu	Parapsychologist
Cultists	Police
Deep One	Private Eye
Dhole	Professor
Explorer	Rats
Flying Polyp	Sand Dweller
Ghosts	Serpent People
Ghoul	Shantak
Graveyard	Shoggoth
Great Race	Shub-Niggurath
Haunted House	Sleuth
Horror	Snakes
Insanity	Tomb
Investigator	Vampire
Ithaqua	Werewolf
Journalist	Whip
Machinegun	Yig
Mauser	Yog-Solhoth
Mercenary	Zombie



GRENADIER'S BLISTER PACKS - GOOD THINGS IN SMALL PACKAGES

con't from GB 13

Since mere dragons won't be enough to keep Grenadier's new Dragon Killers occupied, I'm going to devote this issue's blister pack section to reinforcements for the beleaguered monsters.

Blister #115 features three hulking ogrebears. Two of these bestial powerhouses are armed with enormous scimitars and shields pilched from past victims. The third is a one-eyed brute packing a mace and a round shield which may have once been a trapdoor in someone's dungeon. This nasty trio also carries swords as secondary weapons which are probably seldom used.

Packs 108 and 109 contain goblins and orcs, respectively. These packs represent a bold, new look for these old favorites. Pack 108 has sneaky, little goblins armed with a war club, scimitar, halbard, and axe. Pack 109's orcs are a swordsman (swordsorc?), an axe-wacker, and a mace wielder. All of these beauties are well-armed due to forced contributions from more creative cultures.

Blister #118 features a pair of giant scorpions. These monstrous arachnids can be used for science fiction, super hero, and horror, as well as fantasy gaming. Mine are currently painted to resemble polished marble and are waiting placement in a Cthulhoid temple diorama. Blister #104 offers you another pair of ghastly beasts which can be used for more than fantasy gaming. The Searcher of Souls is a floating horror with gaping jaws and numerous eye-tipped tentacles. The Withering Crusher is a slithering nightmare so friendly that it would just love to (literally!) hug you to pieces.

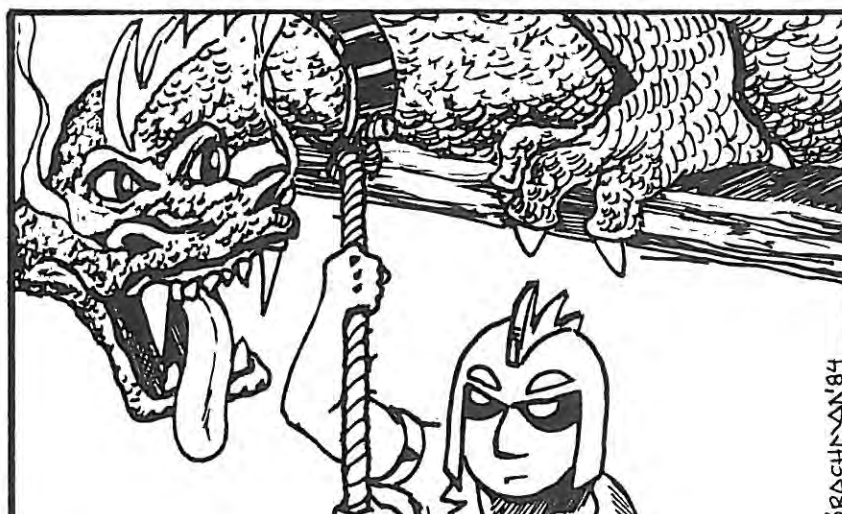


Finally, we come to Blister Pack #110 which is a rarity and while this pack does not contain threatening monsters, it does offer a deterrent against intrepid adventurers hungry for plunder. This pack contains four casualties, a subject which is a large part of any fantasy game but which seems to have been overlooked by most miniature companies. In this pack there is a fallen orc, goblin, fighter, and wizard. All of the figures feature items just ripe (Ychhh! Did I really say that?) for a little corpse-robbing. However, be advised, use extreme caution when looting the bodies of goblins and wizards. You can never be certain what you might "pick up".

Next time, we'll take a look at another assortment of fantasy blister packs. In the meantime, don't miss my article on the new Call of Cthulhu Blisters in this issue. They're great. Till next issue, happy modeling!

--Don Wellman

JREKK by BRUCE BRACHMAN



BRACHMAN '84

AN EXCERPT FROM THE JOURNALS OF PENNSYLVANIA SMITH

by Ron Shirtz

The damp morning mist was slowly dispelled by the rising sun. As the light improved I could make out several stone pillars standing like silent sentinels on the rolling greensward before me. It was here before man learned to measure time by calendar that the armies of the Tuatha De' Danann defeated the native Fir Bolg for the possession of ancient Ireland. The stone monoliths that dotted the meadow bore mute homage to the slain warriors of both sides who fought fiercely with sword and spear.

I was here working on a thesis paper as part of my doctorate in archaeology. The ancient lore and legends of Ireland has always been my first love since my freshman year at the university.

As I ambled up to the first pillar, or cairn as it is otherwise called, a feeling of forboding came over me. The ground beneath seemed to tremble, as if disturbed from a deep, long slumber. Nevertheless, my professional curiosity overcame my anxiety and I began my research.

I went from cairn to cairn, transcribing runes, photographing their positions, and making sample digs. Such was my attention to my tasks that I failed to notice the gradual change of weather. The sky began to darken, and a fell wind blew from the east. Suddenly my ears were assailed by a wailing, piercing shriek. I clasped my hands to my ears in pain and sank to my knees upon the ground. As I gazed upward in the direction of the sound I beheld a shadow image of a mouth screaming in anger. It's terrible voice was being magnified by the surrounding cairns like an amplifier. My mind reeled in frightened realization; the Bane of the Banshee! The sound of it could break the mightiest-warrior's morale and drive him to suicidal despair. My explorations must have disturbed the resting dead's peace and brought their ancient magic in wrath upon me.

Desperately I ripped up my field notes and my camera's film in a fevered attempt to atone for my sacrilege. But it was to no avail. The dreadful dirge continued to increase in pitch and it felt like my brain was being electrified.

Just before I succumbed to the doom of the Banshee's song I attempted a final gamble to save myself. Reaching in my coat pocket I pulled out an old spanish gold coin that I carried as a conversation piece to get people to ask me about my adventures, (I was always being mistaken as a mild mannered English teacher.) I extended the coin before me like a talisman and crossed my fingers for luck. A sharp concussion rent the air about me and I was knocked unconscious.

Later, as I came to I found the meadow quiet and peaceful. The sky shone clear and blue, free from the image of the Banshee. Searching the grass I located my gold coin and found it twisted and bent. I exhaled a sigh of relief. My hunch had proved successful in defeating the Banshee. The gold had created a counter-force which was too much for him, for as everyone knows, Silence is Golden.



ADVENTURES IN TERROR

A CALL OF CTHULHU OVERVIEW

A wily old professor and his reluctant colleagues cautiously make their way through a long-abandoned mansion in search of the source of some incredible psychic disturbances. A lone American adventurer daringly steals a curious idol from a wealthy Chinese merchant, leading the merchant's diabolical assassins on a merry chase through the streets of Shanghai. A gutsy lady archaeologist discovers the tomb of an unknown Egyptian Pharaoh and is terrified when the ghastly cadaver suddenly comes to life! What will happen next? Imagination is the only limiting factor in Call of Cthulhu, the outstanding role-playing game from Chaosium.

For those of you who have spent the last couple of years in cryogenic sleep, Call of Cthulhu is an adventure game based on the spine-chilling stories by H.P. Lovecraft. This game was the winner of the 1982 H.G. Wells Award for Best Role-Playing Game at the '83 Origins convention. Grenadier added to the excitement with the release of their two Call of Cthulhu boxed miniatures sets and, at the '84 Origins convention, won the prestigious H.G. Wells Award for Best Fantasy Miniatures Series of 1983. If you haven't done so already (Shame on you!) take a good look at Grenadier's Cthulhu miniatures and you'll understand why the folks at Origins liked them so well.

Now, after Grenadier's triumphant success at Origins '84, it is my pleasure to present the all-new Call of Cthulhu blister packs. So, without further delay, check your weapons and adjust the brim on your fedora. Daredevil Don (better known as "The Wolf" in adventurers' circles) is about to lead you on a journey through macabre and horrifying side of the Roaring '20s. Stay close and watch your back!



Blister #201 contains three gentlemen who may be used as G-men or Private-eyes. Here we have a fellow wearing a "straw boater" hat, a tough guy brandishing an automatic pistol, and a familiar trench-coat type with the implied menace of a hidden pistol jutting from his right-hand pocket. #203 contains Thugs, three guys who look ready to size nosy investigators for cement shoes. There's a burly, young punk with a shotgun, a cigar-chomping hood



with a tommygun, and a jowly fellow demonstrating that "de old guy can still handle a chattergun". Pack #203 is my favorite since it contains three pulp-type Adventurers. There is a fellow with a revolver and felt hat, an aviator wearing flying leathers and toting a Mauser machine pistol, and a mercenary-type jungle adventurer sporting a French Foreign Legion-style



ADVENTURES IN TERROR - CONTINUED



cap and packing a bolt-action rifle with a scope. Blister #204 - Sinister Gentlemen is also unique because it contains a diabolical Fu Manchu-type mandarin, a creepy old fellow who looks like he should have died long ago (I wouldn't trust this guy too far), and a menacing "Mr. Big" clutching a statuette of some bird of prey (Bogart fans will find something familiar about this one.) #205's Investigators are a bespectacled sleuth wearing a semi-caped overcoat and deerstalker cap, his faithful comrade wearing pince-nez spectacles and carrying a medical bag, and a lovely lady who appears to be ready for anything the Dreaded Ones choose to throw at her. The blisters containing human characters are rounded out by #206 - Cops. This set contains an officer with a revolver, one with a Thompson submachine gun, and a motorcycle cop with a pump shotgun. These long arms of the law can spell either relief or disaster for your intrepid adventurers. Incidentally, these figures are also useful for other games like Mercenaries, Spies, and Private Eyes; Daredevils, Justice, Inc.; and Gangbusters, not to mention the potential for using them with superhero games like Champions. Don't you think pack #204's "Mr. Big" bears some resemblance to a well-known crime-lord currently making things difficult for a certain wall-crawling superhero?

Now that we've examined the human element in Call of Cthulhu, it's time to venture into the real horror aspect of the game. Take a good grip on your sanity, friends. The Wolf's about to increase your knowledge of the Cthulhu Mythos. Blister #207 is aptly named Nightmares. In it we have a Flying Polyp (a real windbag of a monster), a spine-chilling ghost, and a tentacled lump of protoplasmic slime. I have my suspicions that that horror may have once been human. Cthulhoid Undead arise from their resting place in Blister #208. This pack gives you two of the strolling cadavers as well as the animated bones of a buccaneer, his cutlass raised menacingly (anyone remember "The Fog"?). #209 features a pair of ghouls snarling over the contents of their grisly "lunch box". Yecch! Call of Cthulhu fans will really love this one! Pack #210 contains a pair of Serpent People and a Mi-go, one of the Fungi from Yuggoth. Blister #211 contains three Sand Dwellers, one of my favorite Cthulhoid races. Finally, Blister Pack #212 has something fishy in it, namely three different Deep Ones, the servitors of ol' Tentacle Puss himself.

Everyone still with us? Oh? That's too bad. I'll notify their next-of-kin. If you haven't tried Call of Cthulhu, I hope I've given you some idea of what the game is about. Personally, I find travelling around the globe battling the forces of darkness to be a lot of fun. This game is filled with limitless possibilities. For those of you who are now veteran Cthulhu investigators, you have a lot to look forward to. Chaosium is going great guns on turning out new scenario packs to scare the daylights out of you, as are Theatre of the Mind Enterprises. And as if that weren't enough, Grenadier will be releasing their third Call of Cthulhu boxed set before you know it, filled with more terrifying monsters. I'll keep you posted on that project. I'm anxious to see them myself! Also, you won't want to be without Grenadier's premiere Call of Cthulhu scenario book, "The Horrible Secret of Monhegan Island" by Gary Pilkington. This is spooky stuff! All in all, CoC fans have a lot to look forward to. But remember: Be wary of shadows.

--Don Wellman

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XPLORE NEW PATHS OF MYSTERY
AND ADVENTURE WITH CHILL AND
JUSTICE INC.

If you're a CALL OF CTHULHU fan (and can't imagine who wouldn't be after reading this issue), there are a couple of new games available which might interest you. The first is CHILL: ADVENTURES INTO THE UNKNOWN, the premiere release of a brand-spanking-new company called Acesetter, Limited. In this game, players assume the roles of agents of a super-secret organization dedicated to protecting an unsuspecting Earth from the sinister predations of the occult minions of the Unknown. Take my word for it, this game is an excellent first effort by a company from which I'm convinced we'll be seeing more good things. Outwit vampires, werewolves, and walking corpses! Be a real ghostbuster! Try CHILL.

The other new game to burst suddenly into my Ten Favorite Games list is the eagerly-awaited (at least by me) JUSTICE INC. by Hero Games. This game takes the popular CHAMPIONS rules system and applies it to the action-packed world of the 20s and 30s. I've always been a big fan of the pulp adventure genre and JUSTICE INC. has greatly exceeded my expectations for a game devoted to the two-fisted adventures of great heroes like Doc Savage, Tarzan, The Shadow, The Phantom, and Sir Denis Nayland Smith. If you long for those thrilling days of yesteryear, pick up JUSTICE INC. and blaze your way into exciting realms of high adventure! Either of these games would be complemented by adding Grenadier's CALL OF CTHULHU or Folklore Creatures for play.

Now, I hope you'll excuse me while I sit out on my fedora and load my .38. I just received word that the insidious Dr. Chow is preparing to unleash some diabolical new plot on the world. Look out, Chow! The Wolf is on the prowl! Aawooooooooo!

--Don Wellman

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THE BLUNDERING IDIOTS

A small band of people who weren't too bright to begin with, the Blundering Idiots - known to themselves as Kluhduhs - spent several generations in total reclusion and practicing extensive inbreeding. This led to massive interracial mental impairment and loss of physical dexterity. Adding to their misfortune, some ancient wizard cast a spell of insatiable curiosity over the entire clan as a practical joke. Thus, the group of stumbling morons left their secluded villages and went out into the world.

Avoiding settlements and rarely venturing underground, they prefer to run rampant about the countryside at all hours of the day and night, poling their inherently knobby noses into anything and everything. Woe be it to any group of travelers that the Blundering Idiots come upon, for though the Kluhduhs are completely innocent and intend no harm, they will lumber ungracefully into the camp and immediately begin to pick up and examine clothes, weapons, packs, and people. They are much like children and not always careful. They have a tendency to drop, rip, break, and otherwise destroy anything they handle. They can be dangerous if they get their hands

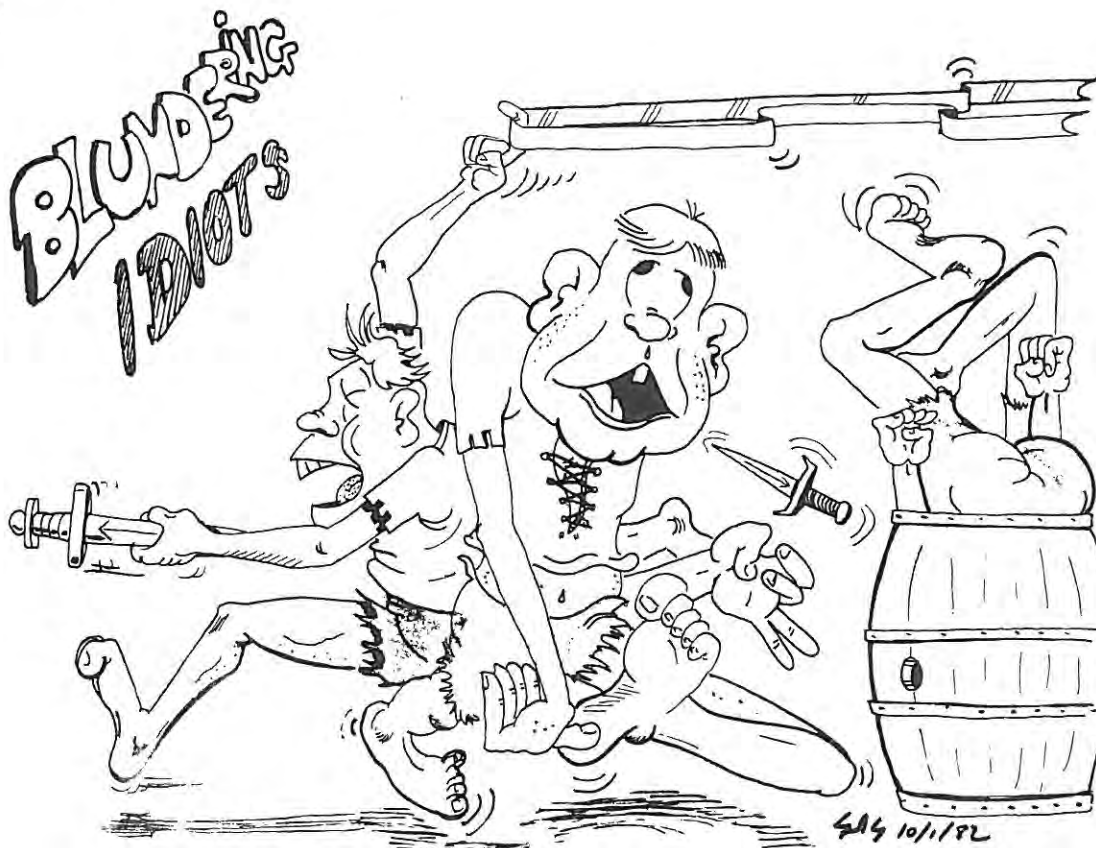
on a weapon, for they could accidentally hurt someone in the party, one of their own people, or even themselves!

Because they are of a rather large size, they are hard to merely shove away. No good adventurer would use a weapon on one of these blameless creatures. They are much too stupid to be frightened off by brandishing weapons at them.

Usually, because of the very short attention span that comes with having nearly zilch intelligence, the Blundering Idiots will stay around only a few moments before losing interest and wandering off.

--Scott Sackett

We would like to thank Mr. Scott Sackett of Streamwood, IL for sending his amusing "Blundering Idiots" characters. We feel the occasional appearance of "Blundering Idiots" will lighten up the most depressed group of dungeoneers. When you need a laugh, give them a try and we hope you enjoy them as much as we did.



THE KLAW CRONICLES

CONT. from GB#13

The air was charged with expectancy. Moments, perhaps minutes, passed before Krogarth broke the silence.

"Well, rob us if you must, get it over with! I've about had it, I have!" He threw the bundle of sticks to the ground. "But if you harm one hair on her head, I'll take the lot of ye on and there'll be more than my corpse that steams tonight!" A startled look passed across the wingman's face as he looked to his companions and said something in a strange musical language. Then he turned to face the pair.

"We are not brigands, but are guarding against those who would be, here in this forest, which is our home." He spoke calmly and with authority. "What is your purpose here?"

"Well actually," said Arial somewhat demurely, "we're lost."

At that, the dwarf folded his arms against his chest and scowled deeply. Laughter broke out in the clearing. First one man, then the next, until all present including Arial were almost in tears! All, that is, except Krogarth, who grumbled under his beard.

"The elf speaks truth," said one. "I detected no lies." It was only then that Krogarth realized that one of the shadowy forms was a woman. "Neither one is of evil intentions, though the short one is ill-tempered."

"Bah!" said the dwarf.

One of the others, a man, spoke to the leader in the same musical language, who replied. Then he turned again to the duo. "Rest now. In the morning we shall guide you from our forest."

"How d'we know we can trust ye?" growled the dwarf.

"As I see it, you have little choice," replied the wingman calmly and Krogarth knew this to be true.

NOTES: (1) Encountered males are usually fighters and females are clerics. Druids are also possible, both male and female. Any of these can be combined with use of magic or illusions or with each other, depending upon alignment restrictions. No rangers, paladins, thieves, assassins, or monks are possible. (2) Adventurers advance slightly beyond the level limits set for half elves.

ROBOTS INVADE!

NOV. 1 1984



Grenadier has established itself as a trendsetter in the gaming miniatures field. We proved this by producing the award-winning CALL OF CTHULHU miniatures, our incredible SECRET AGENTS boxed sets, and our ever expanding FANTASY LORDS line. Now, Grenadier establishes another milestone with our release of WARBOTS.

These mechanical behemoths are uniquely styled and incredibly detailed. If you are a fan of the popular Japanese robots, I'm certain that you'll go wild over our cybernetic juggernauts! WARBOTS are perfect for use with science-fiction or superhero games. In addition, there are strong rumors that several major game companies are currently interested in producing giant robot games. So why not start your WARBOTS collection now. It looks like the WARBOTS are destined to be the BIIIIG news of 1984!

by Joseph O'Sullivan

--Don Wellman

In the year 2033, the right of way will go to the biggest guns . . .

The original game of no-holds-barred freeway combat . . . named Best Science Fiction Boardgame of the Year at Origins '82 . . . picked by *Omni* as one of the ten best games of the year! Design and build a car, van, or cycle — then take it out on the roads of the future. You may come home an ace; you may crash and burn! Includes plastic Pocket Box, complete rules, road sections, planning sheets, and full-color counters. The original *Car Wars* game is only \$5.00.



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A *Car Wars* role-playing supplement! The plastic Pocket Box includes more than you'll ever believe: a 24-page rulebook, two 21" x 32" maps, and a full-color counter sheet. *Sunday Drivers* lets you take the part of the Midville police, the "Crusaders" cycle gang, or the fearless "MONDO" pedestrian defense force that challenges them all. \$5.00.

EXPANSION SETS

More *Car Wars* excitement. Expansion Set 1 includes 24 road sections (curved, straight, Y, and crossroads) and a counter sheet (extra smoke and oil-slick counters, barricades, and more) — \$3.00. Set 2 includes one duplicate counter set each from *Car Wars*, *Sunday Drivers*, and *Truck Stop* — plus a "Turning Key" to make your maneuvers easier — \$3.00. Look for more expansion sets — out soon.



TRUCK STOP

At last . . . buses and 18-wheelers! This *Car Wars* role-playing supplement lets you build the "big rigs" — and take them out on the road. If you thought an armed car was tough, wait until you see a semi with an anti-tank gun . . . Includes rulebook, 21" x 32" truck stop map with scenario suggestions, and a full-color counter set. \$5.00.

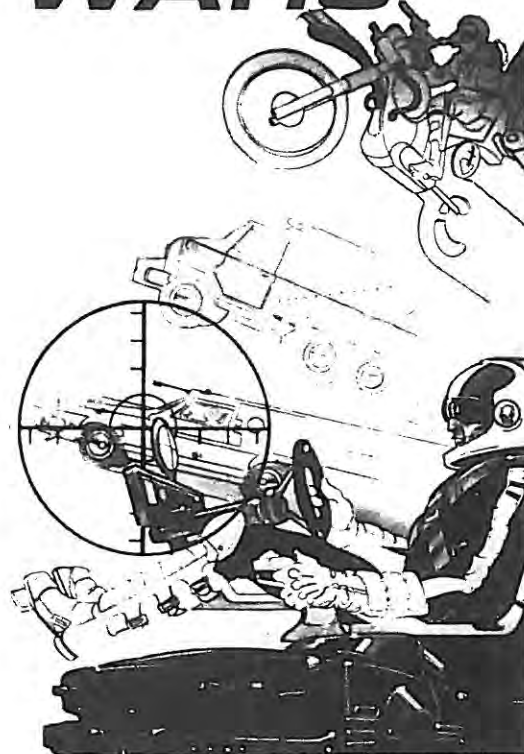
AUTODUEL CHAMPIONS

NEW — the supplement that combines autoduelling adventures with superheroic action! *Autoduel Champions* is a *Car Wars* supplement — and it's ALSO a supplement to Hero Games' best-selling *Champions* superhero role-playing system! You don't need both games to use *Autoduel Champions* . . . it works with either one! Add superheroes and helicopters to *Car Wars* . . . or put car-to-car combat in your next *Champions* adventure. This book is a full

64 pages long, and includes two pages of full-color counters and a giant 21" x 32" two-sided map (one side for each of the two game scenarios included). A "must" for fans of either game system . . . don't miss it! \$10.00.



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AUTODUEL QUARTERLY

The *Car Wars* magazine. Four times a year, *Autoduel Quarterly* brings you new weapons, vehicles, adventures, play hints, and future history from the world of 2033 . . . NOTHING but *Car Wars* material. Subscriptions are \$10.00 per year. (Note: Canadian subscribers should add 50 cents per issue; all others add \$1.00 per issue. Subscriptions begin with the next issue published.)

Drive offensively!

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MINIATURES AND ROLE-PLAYING GAMES

Mordred's knights lower their lances, kicking their warhorses into a gallop toward you. Clods of earth fly under the horses' drumming hooves. Your throat is dry. Slamming down the visor of your helmet gives you a thin line of sight, and you couch your lance. Kicking your horse, he jumps into action. The distance between you and the gleaming line of enemy knights narrows...

Doesn't sound like your average role-playing game, does it? It isn't. This is an excerpt from one of the playtests of Pacesetter's new adventure for the TIMEMASTER (tm) role-playing game, ARTHUR AND MERLIN.

Wait! This is the Grenadier Bulletin --why are we talking about RPGs? Simple, miniatures provide one of the strongest visual aids in playing a game. For years gamers have used 25mm figures as player characters and non-player characters in their games. Players can reel off story after story of how their metal figure slew the dragon, shot his way out of an ambush, or out-fought the cyclops. The miniature is a focus for the player's

attention. In addition to serving a useful purpose (telling you where you stand in relation to other characters, etc...), the miniature also allows you to personalize your experience.

Players spend hours customizing and modifying miniatures before they ever lay brush to them. Most miniaturists are proud of their figures, and can regale you for hours with stories of how they managed to achieve a particular paint scheme.

Why, then, am I (an RPG designer) writing about miniatures? Because they were first. Miniatures date back to the time of the pharaohs. Kids and military enthusiasts have always enjoyed the spectacle of an army and mock warfare. Even our "modern" military wargames and miniature rules go back quite a way. Chess is the original military simulation and H.G. Wells, noted science-fiction author, wrote a good set of miniature rules at the turn of the century called LITTLE WARS.

to be continued....

--Carl Smith



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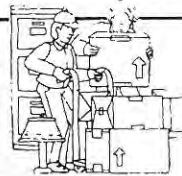
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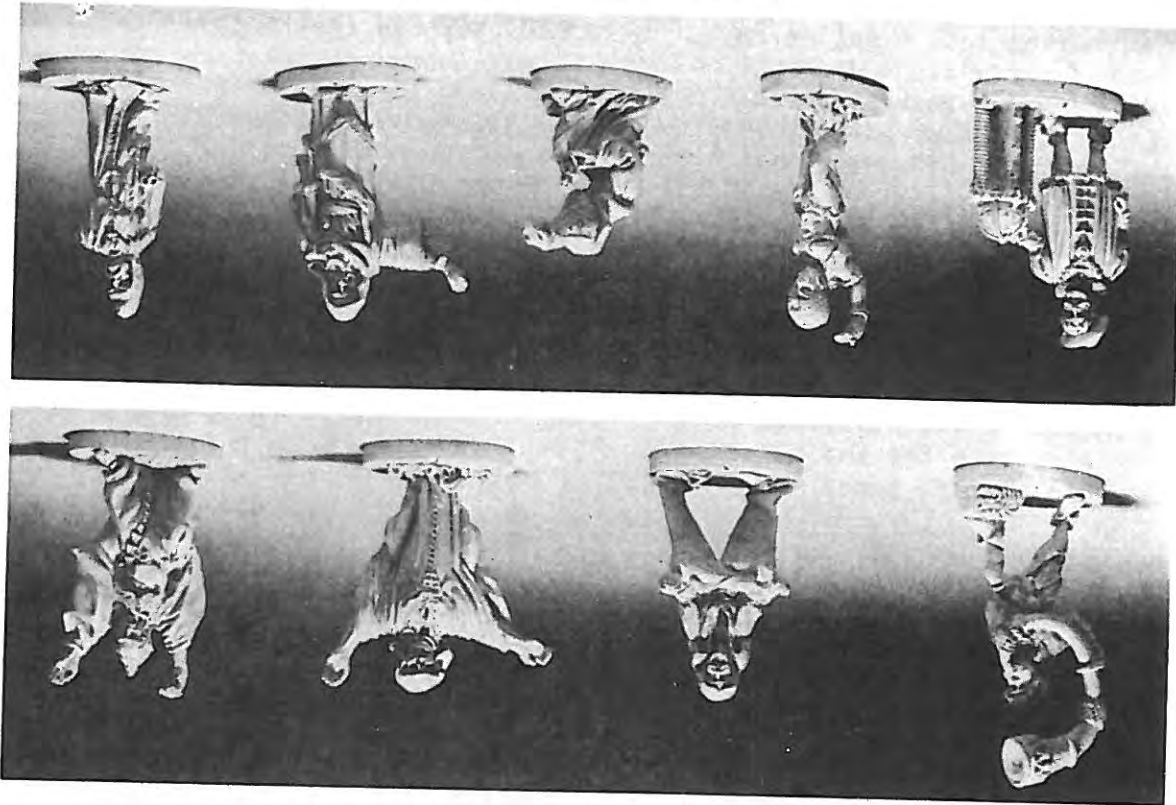
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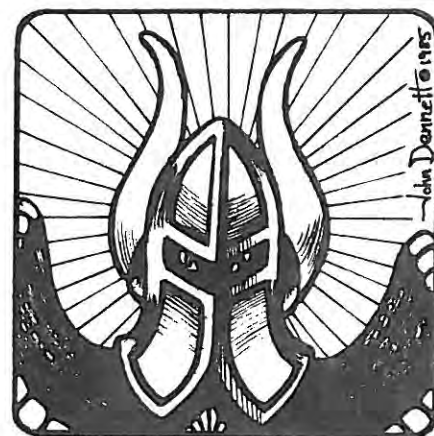
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THE GRENADIER BULLETIN # 15

The Newsletter from Your Figure Company I



JOIN THE QUEST WITH GRENADIER'S NEW AGE OF DRAGONS

Without a doubt, one of the most popular lines in the history of fantasy miniatures has to be our Dragon-of-the-Month series. You asked us for more dragons and, as is our nature, we delivered. In fact, consumer response was so great that even the creative minds at Grenadier were surprised! Unfortunately, the Dragon-of-the-Month promotion is drawing to a close. So, the question arises, What do we do to follow up such a phenomenal success? The answer? What else? More dragons!

Starting in March, the Dragon Lords at Grenadier will begin releasing an entirely new series of dragons for your gaming pleasure and let me tell you, if you thought the last twelve dragons were special, you're in for a real treat! Each boxed set will include a new dragon inspired exclusively by the creative minds at Grenadier, myself included. In addition, each dragon will be accompanied by companion figures to be used separately or combined to create fantastic scenes. For example, the first box is scheduled to be The Sea Dragon. This reptilian leviathan can be displayed by itself or engaged in fierce combat with the Sea Elves also included in that set.

These new dragon types are so unique that we've even created a special fantasy world for them. Each and every box will contain a section of the map of this world. The map, as well as the box art for the series, is being done by Grenadier's Paladin of the Paints--Sir Ray of Rubin. Yours truly will be providing you with colorful insights on this new fantasy world in several forms. As the official Chronicler of the Quest, I'll be telling



you about the various areas of our fantasy world in each box. In addition, I'll be spotlighting two of the new dragons in the G.B., starting with issue #16. And who knows? Perhaps I'll even start a series of continuing adventures showing you even more of this world, its people and its creatures.

Of course, being the generous people that we are, we'll also be giving something extra to those faithful folks who buy all twelve of the new dragons. You see, this new promotion is somewhat like a quest--The Quest of the Dragonflame. As I've said, each new dragon box will contain a section of a map. On each map will be some form of cryptic message.

DRAGONS cont...

Everyone who collects all of the dragons will have the clues to unlocking the secrets of Dragonstone, the monolithic power focus of the Dragon Lords. These lucky people will also receive a miniature of Dragonstone absolutely free! Then, anyone who solves the puzzle and learns the secret of Dragonstone, wins a cast replica of the Dragonflame Talisman, the Dragon Lords' source of power. But that's not all. From the winners of the Talisman, one Grand Prize winner will receive a full-color map of the land of Neberon, signed by Ray Rubin himself! The Quest for the Dragonflame is going to be lots of fun, so make plans to start your collection of Grenadier's new dragon in April.

The first box will contain the ferocious Sea Dragon; sculpted by our very own Monster Master, John Dennett; as well as a pair of noble Sea Elves created by the mystic metal mastery of Andy Chernak. The second dragon, available in May will be John's venomous, six-limbed Chaos Dragon (Dracolisk) battling male and female Paladins, sculpted by Andy. I know that you're going to be impressed. Just think, this is only the beginning! Did I say 1985 is going to be a great year?

--Don Wellman

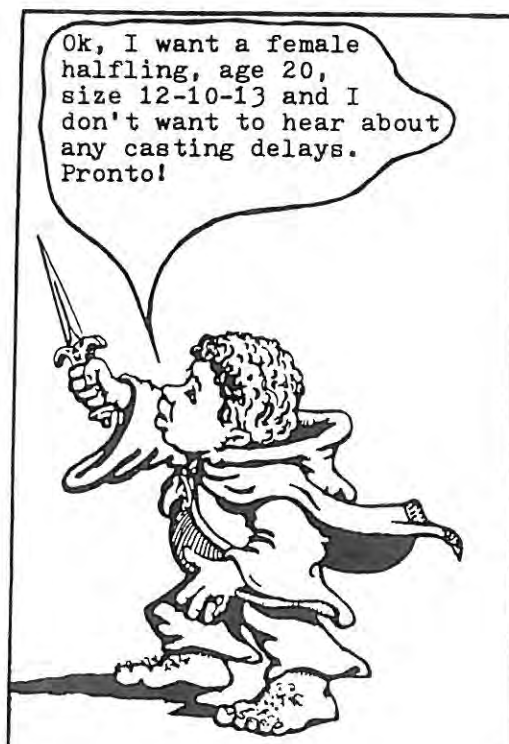
ADVENTURE IN THE LAND OF THE RISING SUN WITH NINJA & SAMURAI

Japan--the very name inspires visions of mist-shrouded temples, smiling geishas, and a culture immersed in ancient traditions. This is the world of Grenadier's newest DRAGON LORDS boxed set--NINJA & SAMURAI ADVENTURES; silent, deadly shadow warriors and noble knights, each bound by their own rigid and often harsh codes of honor.



This intriguing boxed set offers an impressive variety of Japanese adventurers which are certain to add an exotic flavor to any role-playing game. The Six Ninja featured in this collection all wear the traditional masked uniform of the shadow fighters and are armed with smoke and flash globes, shuriken throwing stars, the multi-purpose shoge, a blowgun, a naginata sword-spear, and a katana, the deadly sword of the Samurai. The Samurai in this set are considerably more diverse and elaborate. Representing these honor-bound knights are a Samurai Archer in battle armor, an armored Swordsman, a fully armored Daimyo, and a samurai dressed in ceremonial robes.

Grenadier's NINJA & SAMURAI will add something special to any fantasy role-playing game and are especially useful for Japan-oriented games like BUSHIDO and LAND OF THE RISING SUN. Even games like TRAVELLER, CHAMPIONS, JUSTICE INC., CALL OF CTHULHU, and DANGER INTERNATIONAL could benefit from the injection of occasional encounters with modern ninja or samurai. The possibilities are limited only by your imagination. And if NINJA & SAMURAI leaves you hungry for more Japanese warriors, check out our FANTASY LORDS NINJA & RONIN blister pack. I think you'll like them. Sayonara!



GRENADIER JOURNEYS TO MIDDLE EARTH FOR 1985

Remember the thrill you felt the first time you read Tolkien's "Lord Of the Rings"? Did you ever wonder what it would be like to adventure in the lands of Middle Earth, battling blood-thirsty orcs and eluding the power of the Dark Lord at every turn? What might you do if the fate of Middle Earth rested on your shoulders? Now you can experience the magic and the mystery of Tolkien's fantasy world with I.C.E.'s MIDDLE EARTH ROLE PLAYING game. You can assume the role of a hobbit, a ranger, or any of the other wondrous inhabitants of the realm of Middle Earth, traveling down perilous roads to adventure. It only seems fair that the saga which has inspired so many of the fantasy games we enjoy should have a game totally devoted to it. That game is MIDDLE EARTH ROLE PLAYING.

Why am I telling you all of this? Well, ha! Hold on to your hats, folks because good ol' Grenadier has been licensed to do official MIDDLE EARTH miniatures! We're really excited about this. Now in addition to our popular DRAGON LORDS and FANTASY LORDS figure lines, we're going to

thrill you with our spanking-new MIDDLE EARTH collection, featuring more hobbits, dwarves, orcs, and characters than you can shake a magic staff at!

We want our first sets to be something special, so as a tribute to "Lord Of The Rings", our first two boxes will feature THE FELLOWSHIP (Frodo, Gandalf, & Co.) and SERVANTS OF SAURON (Some of the Dark Lord's nastiest minions). These initial boxes will then be followed up by more sets, probably in the form of blister packs featuring adventurers, monsters, or orcs, dwarves, elves, hobbits, and just about anything else that will help to enhance your journeys into the world of MIDDLE EARTH. Keep reading the Grenadier Bulletin for further developments in what looks to be Grenadier's most ambitious project yet. How appropriate that for its 10th Anniversary, Grenadier is returning to the fantasy world that has been the inspiration for so much of fantasy role playing. Join us on our journey through MIDDLE EARTH.

--Don Wellman

CROINK



FANTASY KNIGHTS, WARRIORS OF BLOOD & IRON

Kormric the Dragonbane drew his sword, Scalepiercer, from its worn, dragonhide scabbard and moved warily towards the entrance to the Spectral Dragon's Lair. His companion, Wulfgar the Northman, hissed between clenched teeth and fell into step with the intrepid knight. Suddenly, the earth trembled and the air was riven by a monstrous bellow. Dromax the Many-Faced had wakened and was coming to greet her uninvited callers...

The newest addition to Grenadier's award-winning FANTASY LORDS line is the magnificent FANTASY KNIGHTS boxed set, a worthy companion set to our popular KNIGHTS, FIGHTERS & MEN-AT-ARMS collection. Inspired by the fantasy art of such notables as Elmore, Frazetta, and Vallejo, this impressive eleven figure set features some of the most elaborate armor ever created by sculptor Andy Chernak.

Some of the unique characters presented in this set are the sinister Dark Knight, the noble High Elf, the Staunch Norse Hero, and the Dragon Knight who is so obsessed with the scaly beasties that he even carries a shield made from dragon scales. In this box, you will also be introduced to the axe-wielding Knight of Terror, the Death Knight defending with his boar spear, and the foreboding Knight of Blood, who is featured both mounted and on foot. Three more armored champions complete this set to form a fighting force that would make any borderland monarch sleep better at night.

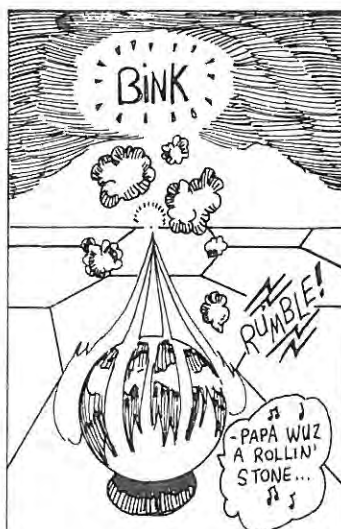
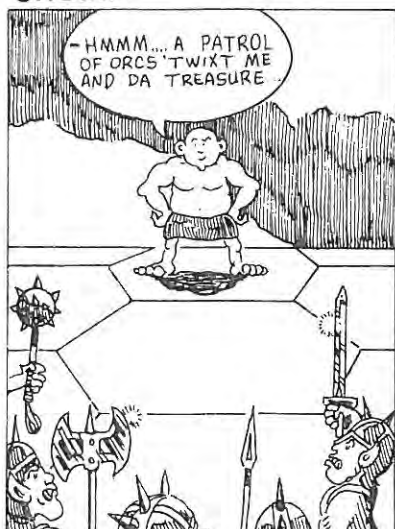


FANTASY KNIGHTS is a good indication that the FANTASY LORDS series keeps getting better. Ideal for any fantasy role-playing game, these remarkable detailed warriors are especially useful for games like STORMBRINGER, CHIVALRY & SORCERY, and RUNEQUEST. They also should prove to be quite compatible with Chaosium's upcoming PENDRAGON and RUNESTAFF role-playing games.

Why not ask your hobby shop for Grenadier's FANTASY KNIGHTS today? The FANTASY KNIGHTS are one fighting force no true FANTASY LORD will want to be without. And if you haven't picked up KNIGHTS, FIGHTERS, & MEN-AT-ARMS yet, buy that boxed set too. Now that's real battlefield superiority!

--Don Wellman

CROINK



R. SHIRTZ



(Note: This column will replace the old
ESP editorial column.)

SCRIBE'S SANCTUM

THE ROAD GOES EVER ON--TEN YEARS OF IMAGINATION AND BEYOND

Has it really been ten years? In 1975, I was a senior in high school and there were rumblings in the earth of a magical new game far different from anything that had come before. It had the mystic power to suspend reality and transform mere mortals into heroes. That game was DUNGEONS & DRAGONS. From the start, Andy Chernak and Ray Rubin recognized the potential for adding metal miniatures to fantasy gaming and Grenadier was born. The rest is history. Other miniatures companies soon sprang up but Grenadier remained firm in its standing as the fantasy gamer's #1 choice for gaming figures.

Have you ever wondered why Grenadier's miniatures are so special? Could it be their modest price? Sure, Grenadier's figures are priced considerably lower than any other miniatures on the market, but that's not it. What about selection? Agreed, Grenadier's lines are constantly expanding to provide you with a growing variety of character and monster types, but that's not it either. Take a look at one of Grenadier's miniatures. Note the detail and the way the figure seems to come to life as you paint it. It's not just a playing piece, not just a nameless ornament. It is a living, breathing being, brought to life by the vast power of your imagination. It has become--a character. Other miniatures companies might call their figures "Personalities", but the proof is in the sculpting. That's what makes Grenadier the "Fantasy Lords".

--Don Wellman

"BALLAD OF THE GRENADIERS"

Hail, brave Grenadiers,
Who bring to stern and stony majesty,
Creatures who awaken strange midnight
fears
Now Shoggoths through halls of dreams
I flee.
How do you sleep at night,
After such successful effort
To package, market, and produce such
fright?
Many more years of success to you,
(For me it means more play!)
Although I'm a little angry,
Now I have to sleep by day!

THE SEER'S CRYSTAL

A GLIMPSE INTO THE FUTURE

This is the first installment of a new column designed to give our readers a sneak peek at what's going on at Grenadier. Some of these projects are currently in the works while others are merely in the talking stage. Please feel free to comment on anything listed here or any ideas you yourself might have. We appreciate your input.

****The next Masterpiece Edition Set is THE UNDEAD CHARIOT.**

****Ghostbusters! Grenadier will be producing figures for Pacesetter's CHILL game.**

****I'm trying to talk Andy into doing some new barbarian types. Write in and let us know what you think.**

****More modern-era adventurer figures may be on the way. Danger, anyone?**

****We've been discussing the possibilities of general science fiction and post-holocaust figures. Any interest?**

****John Dennett is chomping at the bit to do Chaotic Monsters and Characters for fantasy games. Kinda gives you the shivers, doesn't it?**

--Don Wellman

WAVE A FOND FAREWELL TO THE CLASSICS

It had to happen sooner or later. During the past two years, Grenadier has been turning out a staggering number of new and better fantasy miniatures for your gaming pleasure. Unfortunately, this means that some of the older figures will have to be phased out to make room for exciting new lines. So, we are ceasing production of several of the old DRAGON LORDS sets. Singing their swan song will be DRAGON LORDS sets #'s 2002, 2003, 2004, 2007, 5001, 5002, 5003, and 5004. These are the original fantasy miniatures which established Grenadier as the #1 miniatures company. They're available in very limited supplies, so if you've missed out on any of these classics, better pick them up now. Because when they're gone, they're gone. See the Consumer Order Sheet for ordering.

FANTASY LORDS BLISTERS

MORE FROM THE MASTERS

Nobody said it was going to be easy. In the past two issues, I've tried to spotlight some of Grenadier's ever-growing line of fantasy blisters. Well, since then, the creative staff at your miniatures company has been creating fantastic new figures at a rate which would put dwarvish smiths to shame. And I see no signs of it letting up! Therefore, this issue, your faithful editor has assigned himself with the Herculean task of filling you in on all of the fantasy blisters not yet covered. Hang on. This is going to be a wild ride!



For starters, let's look at some blisters that are really special. For a preview of our newly released NINJA AND SAMURAI boxed set, take a look at Blister #126. It contains two of the famed shadow warriors, one with shuriken, one with a naginata, plus a dashing ronin with his katana poised to strike. If you're a fan of our Undead Legion, you'll be delighted with Blisters #129 and #130. #129 features my favorites -- three undead orc warriors. Take my word for it, these are really nice! #130 is a new undead accessory pack featuring an impressive two-piece dart thrower and two skeletons to fire it. Blisters #117 and #125 add a fantastic new race to the Grenadier Universe--Dragonmen! #117's winged reptiles represent a dragonman war party with shields and weapons. #125 offers three elite armored dragonmen. You won't want to miss out on these beauties. They're already among Grenadier's most popular miniatures so far.

Now we'll move on to some encounters for your intrepid adventurers. #102 features a pair of demons--a toothsome skulker and a writhing, two-headed monstrosity. #105 gives you a wereboar, a wererat, and a massive werebear. These are, without a doubt, the most impressive weres I've seen

innovative, new golems to guard your treasure troves. #123 offers a new variation on an old favorite, three raiding lizard men! #124 may be named the Dwarf Hydra, but this five-headed beastie is anything but small. Finally, we'll round out our encounters section with the forefathers of our new Giants Club, Blisters #103, #114, and #119. #103 is a Frost Giant complete with horned helmet, raised axe, and a sizeable pile of treasure. #114 is an impressive two-piece Storm Giant flinging lightning from his fingertips. Last, but not least, #119 offers a snarling Hill Giant wearing confiscated armor scraps and threatening with an iron-bound club.

We'll wrap up this article with an elite assortment of player characters. We'll start with Blister #101, a stalwart trio of male Adventurers. This set includes a spearman, a swordsman, and an axe-wielder, all in chainmail. There is also a selection of extra weapons for customizing your figures. #111 is a real treat! It features Monks--two men and a woman! Monks have always been a popular character class, but until now, figures for them have been scarce. Who better than Grenadier to rectify this injustice? And speaking of noble deeds, take a look at Blisters #121 and #128. These sets are nice additions to our popular KNIGHTS, FIGHTERS, AND MEN-AT-ARMS collection. #121 offers a foot knight with an elaborate war hammer and a mounted knight astride his armored steed.



#128 contains one of the most famous knights of all--the legendary St. George, the original dragonslayer! The noble warrior comes astride his faithful warhorse, ready to do battle with the vile wyrm that is also included in this set. St. George and the Dragon--all in a blister pack for a mere \$2.50. Who says you can't find a bargain anymore?

cont...

JOIN THE GIANT'S CLUB WITH GRENADIER'S FIRE GIANT



Rather than tell you about Grenadier's new GIANT'S CLUB line myself, I've been... er... persuaded to let the model for the first set tell you about it himself:

"Howdya do. My name is Smudjpott and I'm the Grenadier Fire Giant. I'm fed up with the bad reputation us giants have been gettin' with the media. Well, I'm puttin' my foot down and when I put my foot down things get squashed! Sure, I may get a little sore sometimes and destroy towns, kidnap maidens and slay heroes but a guy's gotta let off a little steam now and then. All in all though, I'm a really nice guy. I even love animals. I always feed my three hellhounds their favorite meal three times a week--human!

'Well, Grenadier has finally realized the poor treatment us giants has been gettin' so they formed us a club. The GIANT'S CLUB

will be bringin' you lucky folks some of the best giant figures this side of Jotunheim. The next giant will be my buddy The Stone Giant. After that, you can get that wild-and-crazy behemoth, The Frost Giant and his puny-but-pretty sister, The Frost Giant's Daughter. Every set will include a carved obel...ah, obel...oh, a fancy carved stone with writin' on it! You also get a map that shows you a part of Giant Land where each giant lives, just in case you want to stop by for a visit. And if you are smart enough to collect all ten of these wonderful giant sets, Grenadier will give you a miniature of The Giant King's Throne--absolutely free! So be sure and save your proofs-of-purchase. And remember, next time you see a giant, don't run away. Go up and talk to him. My hounds like stupid humans best of all. Hee! Hee!"

Thanks, Smudjy. Now, could you put me down? Next issue (Hopefully!), I'll be back to tell you about The Stone Giant and his pet CaveBears. Hoboy! In the meantime, pick up Grenadier's Fire Giant. It really is an impressive figure set. Andy Chernak can make anybody look good in metal.

"I HEARD THAT!!!!"

Yikes!

--Don Wellman

Coming Soon! The Dragon Drip Lords family line, some of the most extravagant figures ever seen before.



BLISTERS CONTINUED

Does our new MAGIC USERS boxed set just leave you hungry for more? Well, hunger no more! Blister #122 has Wizards. There's a turbaned mage, a Circetype sorceress, and a Norselike sorceror carrying the Scales of Destiny. Ah, but that's not all. #127 provides your mystic masters with Familiars and Homoculi. Studying arcane lore can become so boring without someone to talk to.

Ha! I did it! Next issue, we'll take a look at Grenadier's new CHAMPIONS blisters. Fantasy lovers, don't despair. We're already planning new Fantasy Lords blister packs, and are you going to be impressed! 1985 is going to be a great year!

--Don Wellman



THE KLAU CHRONICALS

Ariel the bard examined the winged figure standing before her as Krogarth the dwarf watched carefully. He noted the puzzled look on her face changing to one of recognition as her elven brows arched, her eyes sparkling in the fire-light. "I recall hearing of your people once when I was an apprentice, learning the lore taught by my teacher," she said.

"That would be true," Klaw stated, "as we have always maintained contact with certain bands of elves. It could be that he was among them. Not as long lived as elves, our people would develop bonds of trust with certain individuals who would come to us, year after year, trading weapons and protective devices for our leather goods and jewelry. It is in this fashion that we learned the tongues of the outsiders." His blue eyes reflected humor as he emphasized that last word, though he smiled not at all.

A sound heard by neither Krogarth nor Ariel caused Klaw to straighten quickly.

"We must move from this place. Legend has relayed a message to me through the birds of a gang of humanoids headed in this direction. I would prefer not to meet them here," Klaw's voice was steady, but his tone was urgent.

The small party broke camp and within minutes was on its way northward through the forest. Along the way, Klaw would take to the air long enough to catch sight of Legend who was acting as forward observer. Legend, in turn, had sent Arrow, his falcon familiar on ahead.

"We of the Hawk clan live in aeries built in the tops of very large trees. Our children learn to fly as soon as their wings are strong enough, because we must remain ready for swift flight. Evil men would use strong magic to enslave us for our abilities should we ever be found unprepared. This has happened in the past, and now our people take precautions that it will not happen again. As such, all members of our clan learn to bear arms. Women with such potential are trained in spiritual matters and become clerics, while the men become manipulators of nature, the druids and magic users." As he said this, his reddish wings seemed to swell a bit with pride. "I was chosen to learn two disciplines of power by the elders who pass on such evaluation."

Without warning, something huge and terrible burst into the clearing, razor sharp claws like daggers extending before a gnashing beak. It was a griffon, that engine of destruction few witnesses survive to tell of in first hand accounts. The griffon hissed sharply, its beak opened as it let out a harsh screech. Rear lion-like claws dug into the soil as the beast readied itself to pounce. Only then could they see that the creatures fur was discolored along its haunches. Blood! Krogarth clenched his teeth and tightened his grip on the thong of his throwing hammer, knowing that the gaping wound in its side would not improve the monster's disposition one whit.

JREKK By BRUCE BRACHMAN





**Price & Pine Sts.
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Holmes, PA 19043
Attn: Mail Order**



GRENADIER MODELS CONSUMER ORDER SHEET

FANTASY LORDS

Boxed Sets

6001	Dragons of the Emerald Idol	\$9.95
6002	Skeletons - Raiders of the Undead	9.95
6003	Elves of the Silvan Brotherhood	9.95
6004	Monsters of Mythology	9.95
6005	Knights, Fighters & Men At Arms	9.95
6006	Demons	9.95
6007	Dungeon Raiders	9.95
6008	Fantasy Knights	9.95

Blister Packs

101	Adventurers (3)	\$2.50
102	Demons (2)	2.50
103	Frost Giant (1)	2.50
104	Searcher of Souls & Writhing Crusher (2)	2.50
105	Werebear, Rat & Boar (3)	2.50
106	Skeleton Cavalry #1 (1-foot, 1-mounted)	2.50
107	Skeleton Cavalry #2 (1-foot, 1-mounted)	2.50
108	Goblins (4)	2.50
109	Orcs (3)	2.50
110	Casualties (4)	2.50
111	Monks (3)	2.50
112	Treasure (4)	2.50
113	Orcus (1)	2.50
114	Storm Giant (1)	2.50
115	Bugbears (3)	2.50
116	Golems (2)	2.50
117	Dragon Men (3)	2.50
118	Scorpions (2)	2.50
119	Hill Giant (1)	2.50
120	Winged Folk (3)	2.50
121	Knights (1-foot, 1-mounted)	2.50
122	Wizards (3)	2.50
123	Lizardmen (3)	2.50
124	Dwarf Hydra (1)	2.50
125	Armored Dragonmen (3)	2.50
126	Ninja & Ronin (3)	2.50
127	Familiars & Homoculi (9)	2.50
128	St. George & The Dragon (3)	2.50
129	Undead Orcs (3)	2.50
130	Dart Thrower & Undead Crew (3)	2.50

CALL OF CTHULHU

Boxed Sets

6501	Adventurers	\$9.95
6502	Creatures	9.95

Blister Packs

201	G-Men or P.I.'s (3)	\$2.50
202	Thugs (3)	2.50
203	Adventurers (3)	2.50
204	Sinister Gentlemen (3)	2.50
205	Investigators (3)	2.50

206	Cops (3)	2.50
207	Nightmares (3)	2.50
208	Undead (3)	2.50
209	Ghouls (3)	2.50
210	Serpentmen & Mi-Go (3)	2.50
211	Sand Dwellers (3)	2.50
212	Deep Ones (3)	2.50

DRAGON LORDS

Boxed Sets

2001	Wizards - Masters of Sorcery	\$7.95
2005	Fighting Men - The Warriors	7.95
2006	Specialists - The Skilled Ones	7.95
2008	Thieves Den	7.95
2009	Wizards Chamber	7.95
2010	Horrors of the Marsh	7.95
2011	Orcs of the Severed Hand	7.95
2012	Subterranean Terrors	7.95
2013	Adventurers of the Golden Quest	7.95
2014	Folklore - Creatures of the Night	7.95
2015	Dragon Killers	7.95
2016	Magic Users	7.95
2017	Ninja & Samurai (Jan.)	7.95
2018	Female Adventurers (February)	7.95

TRAVELLER

Boxed Sets

1001	Imperial Marines	\$9.95
1002	Adventurers	9.95
1003	Alien Animals	9.95
1004	Alien Mercenaries	9.95

SECRET AGENTS

Boxed Sets

3001	Agents & Spies	\$9.95
3002	Mercenaries	9.95

WARBOTS

Boxed Sets

4501	Runner-Pod Attack Team	\$7.95
4502	Armored Destro Squad	7.95

GIANTS CLUB

Boxed Sets

3501	Fire Giant	\$7.95
3502	Stone Giant (Feb.)	7.95
3503	Frost Giants (April)	7.95
3504	Forest Giant (June)	7.95

MASTERPIECE EDITIONS

Boxed Sets

5501	War Mammoth	\$9.95
5502	Death Dragon	9.95
5503	War Chariot (May)	9.95

CHILL

Boxed Sets

8501	Nightmares	\$7.95
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LORD OF THE RINGS

Boxed Sets

7501	Fellowship of the Ring	\$7.95
7502	Sauron's Dark Ones	7.95

CHAMPIONS

Boxed Sets

4001	Super Heroes	\$9.95
4002	Super Villains	9.95

Blister Packs

301	Road Fighters (3)	\$2.50
302	UNTIL/Sat Agents (3)	2.50
303	Viper Agents (3)	2.50
304	Death Stroke Members (3)	2.50
305	Generic Heroes (3)	2.50
306	"The Circle" (3)	2.50
307	Riot Police (3)	2.50
308	Foxbat & Friends (3)	2.50
309	Normals (3)	2.50
310	Terrorists (3)	2.50
311	Mighty Pinchus & Friends (3)	2.50
312	Super Evils (3)	2.50

ADVENTURE MODULES

701	The Horrible Secret of Monhegan Island (Call of Cthulhu)	\$7.00
702	Cloudland (Fantasy)	7.00
703	Raid on Rajallapor (Mercenaries, Spies, & Private Eyes)	7.00
704	Disappearance on Aramat (Traveller)	7.00

DRAGON OF THE MONTH

Boxed Sets

Series One

2501	Black Dragon (Mar.)	\$7.95
2502	Red Dragon (April)	7.95
2503	White Dragon (May)	7.95
2504	Brass Dragon (June)	7.95
2505	Green Dragon (July)	7.95
2506	Silver Dragon (Aug.)	7.95
2507	Blue Dragon (Sept.)	7.95
2508	Copper Dragon (Oct.)	7.95
2509	Bronze Dragon (Nov.)	7.95
2510	Gold Dragon (Dec.)	7.95
2511	Platinum Dragon (Jan.)	7.95
2512	Spectral Dragon (Feb.)	7.95

Series Two

2513	Sea Dragon (March)	\$7.95
2514	Dragonlisk (April)	7.95
2515	Iron Dragon (May)	7.95
2516	Chaos Dragon (June)	7.95

ATTENTION TO THE READERS OF THE GRENADIER BULLETIN: The following is a letter from Iron Crown Enterprises. It is a brief description of their magnificent line of Middle Earth role-playing products. I have personally examined and used much of the Middle Earth products and have found them to be among the best produced fantasy games available today and well worth the money. Rediscover Middle Earth with our new Lord of the Rings figure line. If you haven't tried Middle Earth gaming, I urge you to give it a try. I am sure you will be very pleased.

Andrew L. Chernak
President



IRON CROWN ENTERPRISES

MIDDLE EARTH ROLE PLAYING

The world of J.R.R. Tolkien comes alive for Fantasy Role Players with MIDDLE-EARTH ROLE PLAYING, Iron Crown's best-selling release of 1984. 108 pages of descriptions, tables, and rules for adventuring in Middle-earth provide the gamer with a richly endowed system guaranteed to offer hours of fun and excitement.

Perfect for those who have never experienced the thrill of Fantasy Role Playing, MIDDLE-EARTH ROLE PLAYING (MERP, for short) works equally well for experienced gamers. MERP contains complete rules for handling most of the common situations that arise in FRP games, as well as a variety of charts and tables that add a great deal of flavor and detail to a game without decreasing playability.

The only system licensed to provide the descriptions and rules necessary to bring to life the races and creatures in Middle-earth, MERP is general enough to also handle a game set in a non-Tolkien world. It also serves as an introduction to ICE's more advanced Rolemaster Systems, as well as being adaptable to most major FRP systems.



MERP is supported by a series of adventure modules, each containing a variety of detailed adventures which entice the gamer into such areas of Middle-earth as BREE, the town where the Hobbits met "Strider" (Aragorn); SHELOB'S LAIR, where Frodo and Sam encountered the Great Spider; DAGORLAD, where our heroes were nearly overcome by the Undead; and HILLMEN OF THE TROLLSHAW, the men of the wild woods north of Rivendell. Future adventure modules include the THIEVES OF THARBAD, the rough and tumble Middle-earth crossroads; GOBLIN GATE AND EAGLE'S EYRIE, home of the Giant Eagles; and ERECH AND THE PATHS OF THE DEAD, the haunted land where Aragorn joined forces with the Army of the Dead.

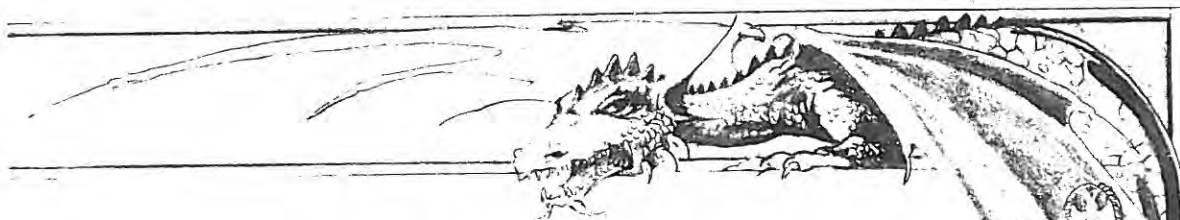
Also available are campaign-sized modules offering a wealth of information on larger areas of Middle-earth, as well as various adventures in each. From the old kingdom of Arthedain in the north to the jungles of Ardor in the south, each package provides details on the geography, politics, and important people of each area, as well as full-color area maps and pages of black and white layouts.

Adventure awaits in the greatest fantasy world of all time:
MIDDLE-EARTH.

FUNNY FANTASIES

Back by popular demand are two new Funny Fantasy figures. Our latest affronts to humor and good taste contain a hungry Mi-go armed with fork and people bib, ready to invade your favorite restaurant for a sumptuous feast. Our second offering is Grenadier's ever popular Salamanewt decked out in top hat and tails (or should we say tail), in his more familiar guise of lead singer and dancer of the fantasy follies. This figure is the first in a series known as Dennett's Dancing Denizens. John is welcoming suggestions for this series.

Figures available at \$1.50 each.



DRAGON OF THE MONTH SERIES II PROMOTIONAL PRIZES

In 1984, Grenadier, the leading name in fantasy miniatures, made miniatures history with the unparalleled success of the DRAGON LORDS Dragon-of-the-Month collection. Now, the most comprehensive and innovative line of dragon miniatures gets even better with Grenadier's DRAGONS Series II, twelve entirely new, unique dragons designed exclusively for this exciting collection by the imaginative minds at Grenadier.

Neberon is the fantasy world created especially for this series to add color to the growing lines of Grenadier FANTASY LORDS® and DRAGON LORDS™ figures. It is a world of magic and adventure, yet it is a world imperiled by dark evil. Neberon's sole salvation lies with the Dragonflame talisman, an artifact of immense power hidden ages ago by the mighty Dragon Lords. This talisman lies locked behind the stone walls of the Jeweled Dragonstone monolith. The secret to opening Dragonstone is hidden in cryptic clues inscribed on map fragments scattered across Neberon.

Each DRAGONS II boxed set contains a different map fragment. Collect all twelve map fragments and receive, absolutely free with your twelve proof-of-purchase seals (from Series II), a miniature of the Jeweled Dragonstone Monolith to add final dimension to your collection of Dragon Lords. Decipher the clues found on the 12 map fragments and you will join the honored ranks of The Knights of the Dragonflame as well as receive a free duplicate of the Dragonflame talisman for wear or display. Are you brave enough, clever enough to find the Dragonflame and save Neberon? Join the Quest-Contest.

As a special bonus prize, Grenadier will draw at random from those who have solved the riddle, one lucky winner. This winner will receive an ORIGINAL, ONE OF A KIND, SIGNED MAP OF NEBERON by Grenadier Artist, Ray Rubin. Framed and personally inscribed to the winner.

Three second place drawings for a complete set of Painted Series II Dragons by Grenadier Staff Master figure painter, Cliff Linton, to those who have solved the riddle.

Twenty five (25) third place drawings for by the Artists and personally

One Hundred Fifty (150) fourth edition print of the 12th Dragon Dragonstone signed, by John Dennett,

All third and fourth place who have sent their 12 the Dragon-of-the-Month Series II riddle are eligible for first and



DRAGONFLAME TALISMAN

any Grenadier figure set autographed inscribed to the winners. place drawings for a limited standing guard at the numbered and autographed Master Monster Maker. drawings are open to those Proof-of-purchase seals from Only those who have solved the second place drawings.



FREE

FOR THE READERS OF
THE GRENADIER BULLETIN

A SPECIAL MINI-EDITION OF **Game News**

THE NEW MONTHLY MAGAZINE THAT COVERS EVERY ISSUE:

ROLE-GAMES

Modules, supplements, NPCs, ideas to enliven a role-game campaign, and reviews of new products—with a special photo report section on new role-game miniatures

WAR GAMES

Scenarios, variants, strategy tips, and reviews of new releases—including photo reports on new wargame miniatures

GENERAL ADULT GAMES

Play-by-mail games, detective games, card games, and other sophisticated games

AND MORE!

Cartoon series "Wrong Moves," interviews, news, convention and show calendar, and, starting in the May issue, the series "Making and Marketing Your Game," to be followed by the series "Writing for the Game Industry"

The special mini-edition of **Game News** will be mailed to you in April, 1985, at the request of Grenadier Models. Grenadier believes that you, the reader of **The Bulletin**, are a very special gamer—interested in new ideas and new products.

The publishers of **Game News** want interested gamers like you to see what the magazine has to offer. The special mini-edition of **Game News** will be mailed to you in April. It's free, and there's no obligation to subscribe or buy a copy.

GAME NEWS—SUPPORTING THE GAMER WITH "NEWS YOU CAN USE"

Premiere issue: March, 1985 (mailed February). 12-issue subscription: \$20.00. Single copy: \$2.50 (includes postage and handling).

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THE PROVISIONER

Outfitting yourself for expeditions into the realms of fantasy.

Welcome to the first installment of THE PROVISIONER, a new column aimed at making you aware of currently available items which just might help you enhance your role-playing enjoyment.

The first item I want to tell you about is a book. "Dragons of Autumn Twilight" is the first volume of TSR's Dragonlance Chronicles. Fantasy lovers and role-players alike will find something to enjoy in this impressive first novel by Margaret Weis and Tracy Hickman. The characters are well-drawn and endearing and their personalities stay in the reader's mind long after the last page has been turned. I'm eagerly awaiting the release of the next volume. Entertaining and thoroughly enjoyable, "Dragons of Autumn Twilight" is an excellent medium for introducing you to the fantasy world of Krynn. I recommend it highly.

If your fantasy campaign seems to have lost all of its luster or you're just looking for some new ideas, you might find what you need in Mayfair Games' Role Aids product line. ELVES is an impressive game aid featuring an in-depth look at the Fair Folk with information on six Elven races, Elven history, and six complete adventures. MONSTERS OF MYTH & LEGEND offers a look at the mythological beings of American Indian, Aborigine, Chinese, Greek, Irish, and Norse cultures. SWORDTHRUST is a fantasy

adventure involving a perilous journey through frozen mountain passes. If you are one of the growing number of gamers who enjoy solitaire games, FINAL CHALLENGE gives you a chance to pit your swordarm against unspeakable evil. Although the Role Aids line appears to be created for use with ADVANCED DUNGEONS & DRAGONS, these game aids are also quite suitable for use with other fantasy role-playing systems.

One of the best things TSR has accomplished in the last couple of years is Frank Mentzer's revision of the original DUNGEONS & DRAGONS rules. The latest set, the D&D Companion Rules offers players guidelines for establishing fantasy kingdoms, six new weapons, new monsters, and rules for character levels 15-25. There are also rules for some of the AD&D sub-classes like the Paladin and Druid player-characters. This set is complemented by Larry Elmore's beautiful cover art and interior illustrations. There's just one thing, though. Hey, Frank! How about going back and opening up the D&D Universe to a few more diverse player character types like Rangers, Orcs, Gnomes, and Goblins?

Well, that's all for this issue. Next time, we'll take a look at some new things for the worlds of science fiction and superhero gaming. See you then.

--Don Wellman



TEST YOUR KNOWLEDGE WITH GRENADIER'S FANTASY TRIVIA CONTEST

Trivia games are becoming increasingly popular. So it only seems appropriate that we kick off Grenadier's 10th Anniversary with a Fantasy Trivia Contest. Simply answer correctly all ten questions below and you will be eligible to win the Dungeon Raiders 10th Anniversary Commemorative Set plus any three Fantasy Lords blister packs. Second place prize will be your choice of any DRAGON LORDS boxed set and two Fantasy Lords blister packs. The third place winner will receive any three Fantasy Lords blisters. Winners will be chosen at random from all correct entries received. In addition, any winner who correctly answers the bonus question will receive an **additional** three Fantasy Lords blisters. Incidentally, you don't have to answer the bonus question to qualify to win. Have fun.

- 1.) In "The Lord of the Rings", who was the bearer of the sword Anduril?
- 2.) Who is the proprietor of The Vulgar Unicorn?
- 3.) How many Nazgul were there in "The Lord of the Rings"?
- 4.) Name one of the Co-Designers of Dungeons & Dragons.
- 5.) What name does The Gray Mouser call his rapier?

- 6.) What Hyborean land is the birthplace of Red Sonja?
- 7.) Who is Cormac mac Art's Danish companion?
- 8.) In what year was Dungeons & Dragons first published?
- 9.) Where is the Prancing Pony located?
- 10.) In the Elric series, who was the runesword Stormbringer's final victim?

BONUS QUESTION: Name the three elf warrior magicians who dwell on the third level of Grenadier's Cloudland module?

The answer and the contest winners will be announced in an upcoming issue of the Grenadier Bulletin. Deadline date for entries is May 15, 1985.

Send all entries to the address below.

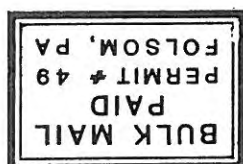
Grenadier Models, Inc.
Trivia Contest
Price & Pine Streets
Holmes, PA 19043

CREATIVELY SPEAKING

Fantasy aficionados must truly be some of the most creative people in the world. Our heads buzz constantly with imaginative ideas of how things are, should be, or might be. No concept is too farfetched to be speculated upon. However, since no two minds are alike, some ideas bear sharing. That is what this column is all about, the sharing of ideas. I am positive that some of the suggestions which will be presented here have already been thought of by some readers. Please bear with me. If there is one modeler who can say, "Hey! That's a good idea" from something presented in this column, it will have served its purpose. I'm hoping to stimulate your own creativity. Dare to experiment!

Just because a set of miniatures is designed for one particular fantasy genre, don't be afraid to use it in another. Try taking the two zombies from the Cthulhu line, draping them with some of the lichen used by railroad modelers, and placing them in a confrontation with the cleric from the Dragon Killers box. You can create a swamp setting by making use of the plastic blister portion of the blister pack. Just cut the plastic in whatever shapes you want your marsh pools to be, add painting to the undersides to resemble slimy, brackish water. Fasten these to a base of railroad terrain paper and maybe add a scraggly model tree or two. Then, you can create an eerie fog by winding strands of aquarium moss around the figures. Viola! Instant fantasy diorama! Try it, you'll be impressed with your creativity.

--Don Wellman



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